FIG 1

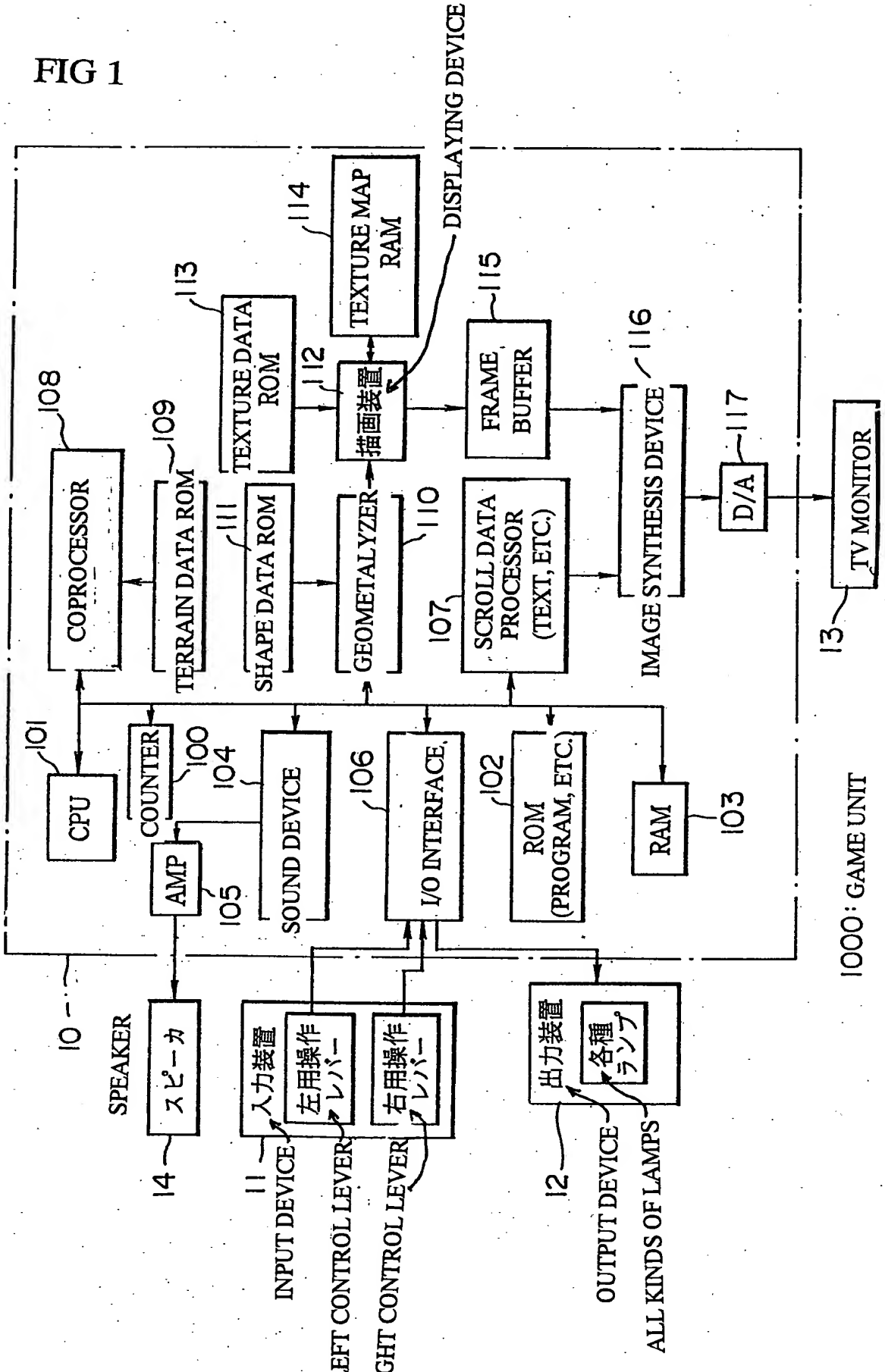
DISPLAYING DEVICE
TEXTURE MAP RAM
114
TEXTURE DATA ROM
113
描画装置
112
FRAME BUFFER
115
IMAGE SYNTHESIS DEVICE
116
D/A
117
TV MONITOR
13
COPROCESSOR
108
TERRAIN DATA ROM
109
SHAPE DATA ROM
111
GEOMETALYZER
110
SCROLL DATA PROCESSOR (TEXT, ETC.)
107
CPU
101
COUNTER
100
104
SOUND DEVICE
AMP
105
I/O INTERFACE
106
ROM (PROGRAM, ETC.)
102
RAM
103
1000: GAME UNIT
10
SPEAKER
スピーカ
14
入力装置
左用操作レバー
右用操作レバー
11
INPUT DEVICE
LEFT CONTROL LEVER
RIGHT CONTROL LEVER
出力装置
各種ランプ
12
OUTPUT DEVICE
ALL KINDS OF LAMPS

FIG 2

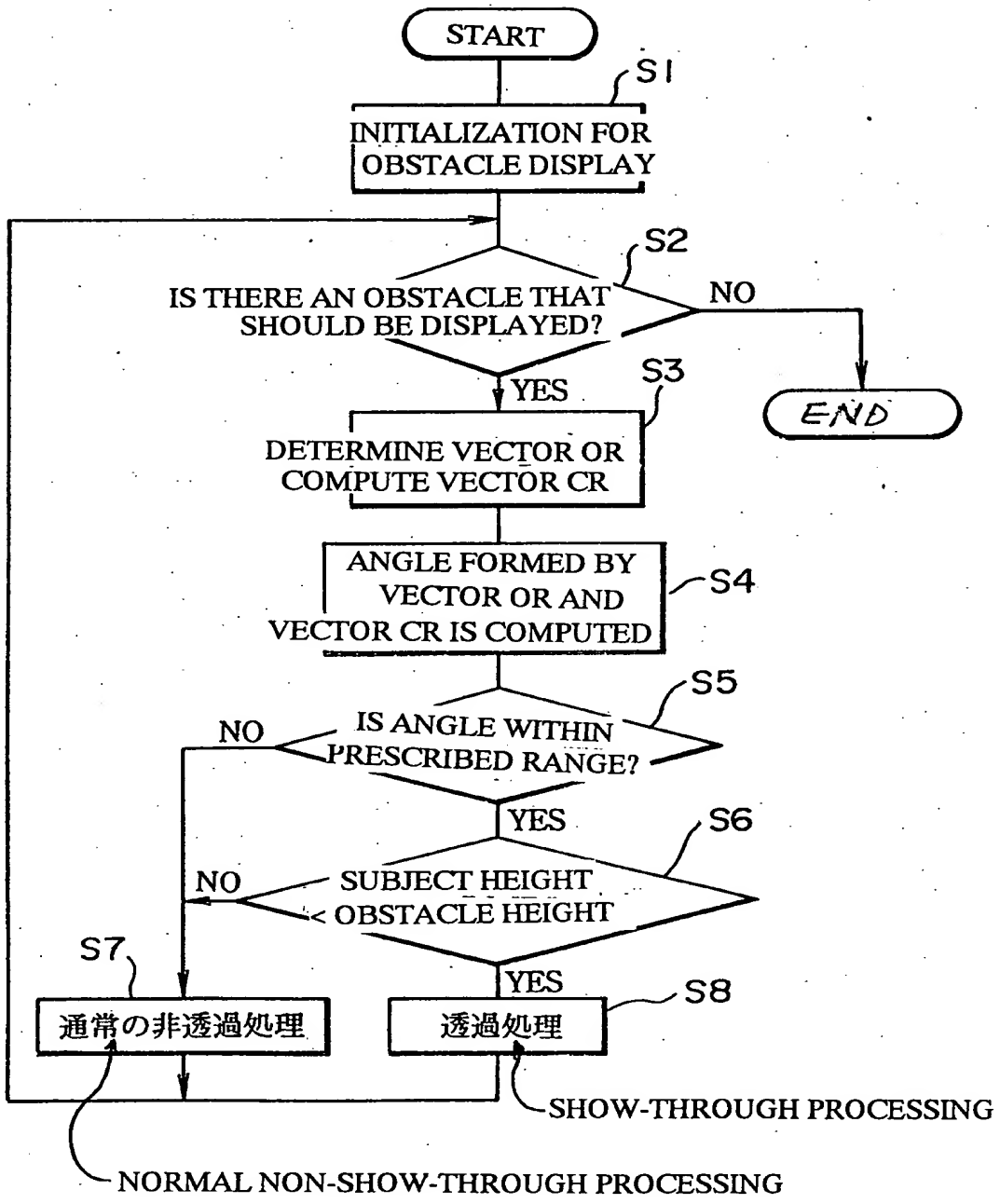

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FIG 3A

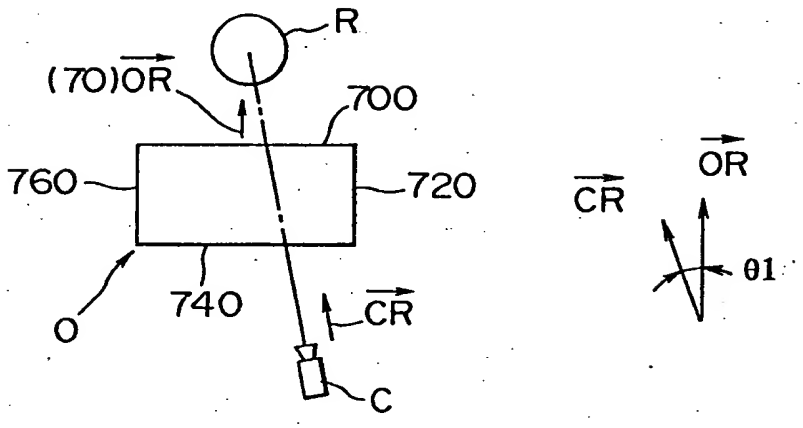
R
(70)OR
700
760
720
740
O
CR
C
OR
CR
θ1

FIG 3B

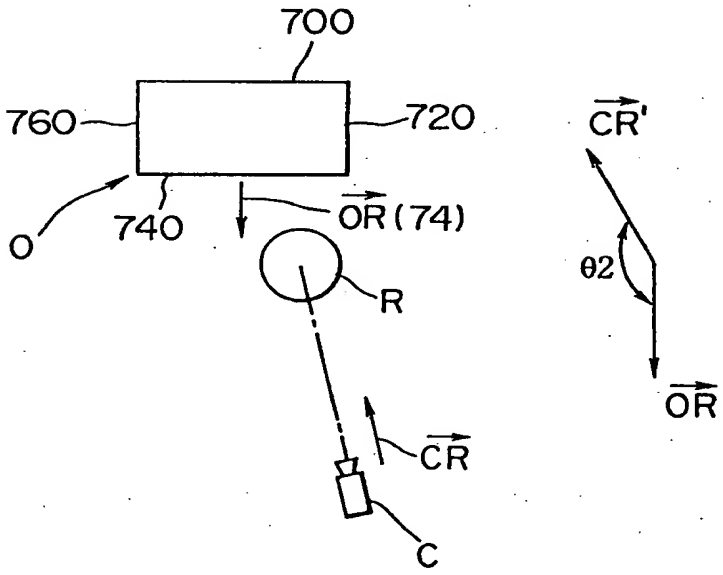
700
760
720
740
O
OR(74)
R
CR
C
CR'
θ2
OR

FIG 4A BIRD'S-EYE VIEW

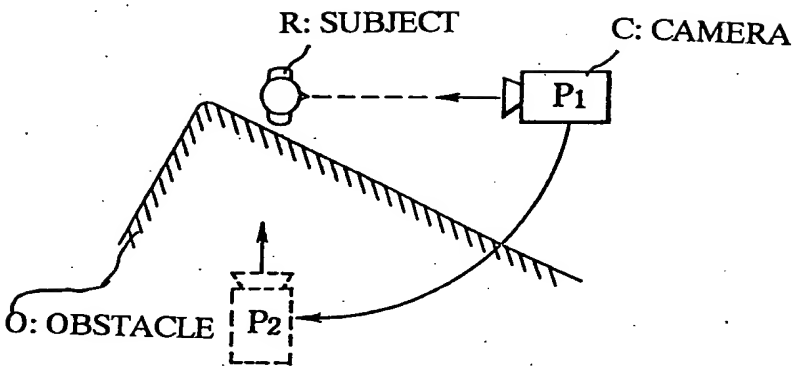

FIG 4B SIDE VIEW

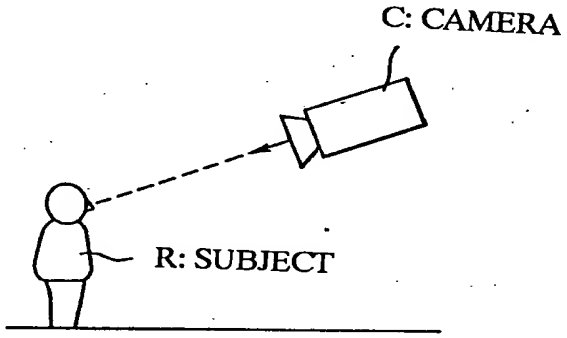

FIG 4C DISPLAYED IMAGE (VIRTUAL IMAGE)

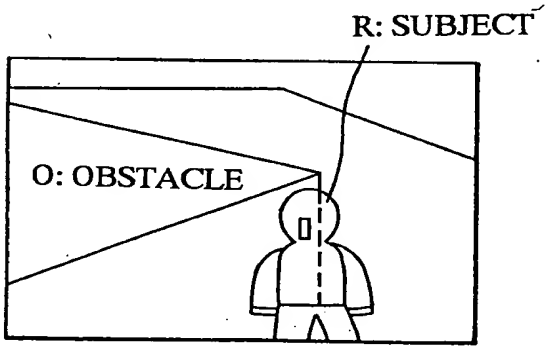

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FIG 5A BIRD'S-EYE VIEW

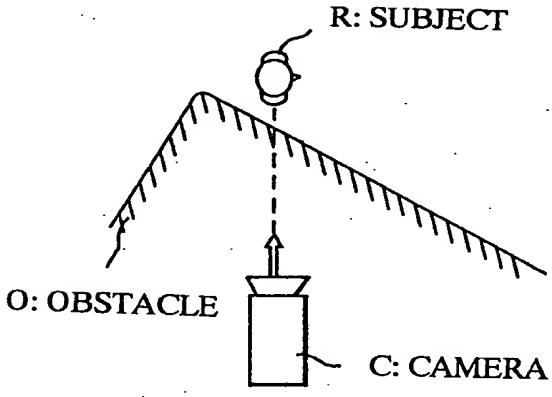

FIG 5B SIDE VIEW

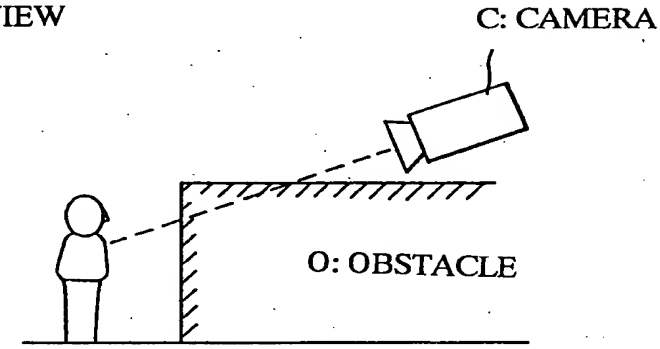

FIG 5C DISPLAYED IMAGE (VIRTUAL IMAGE)

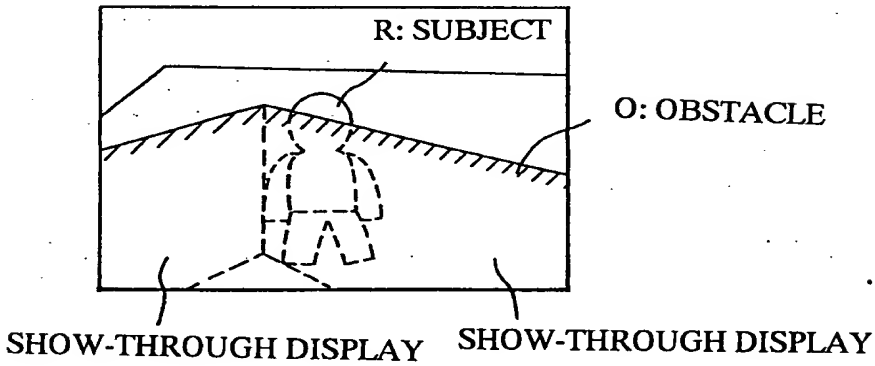

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DIAGRAM ILLUSTRATING POSITION RELATIONSHIPS

FIG 6A

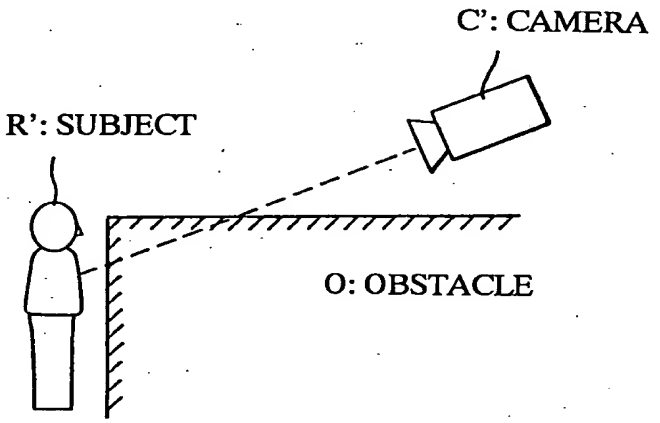

FIG 6B CONVENTIONAL DISPLAYED IMAGE

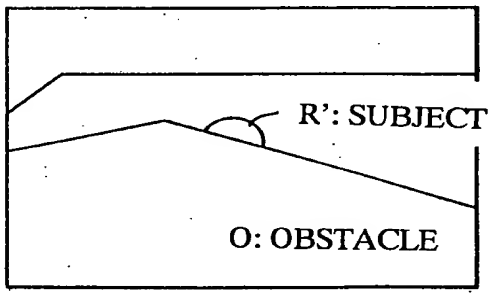

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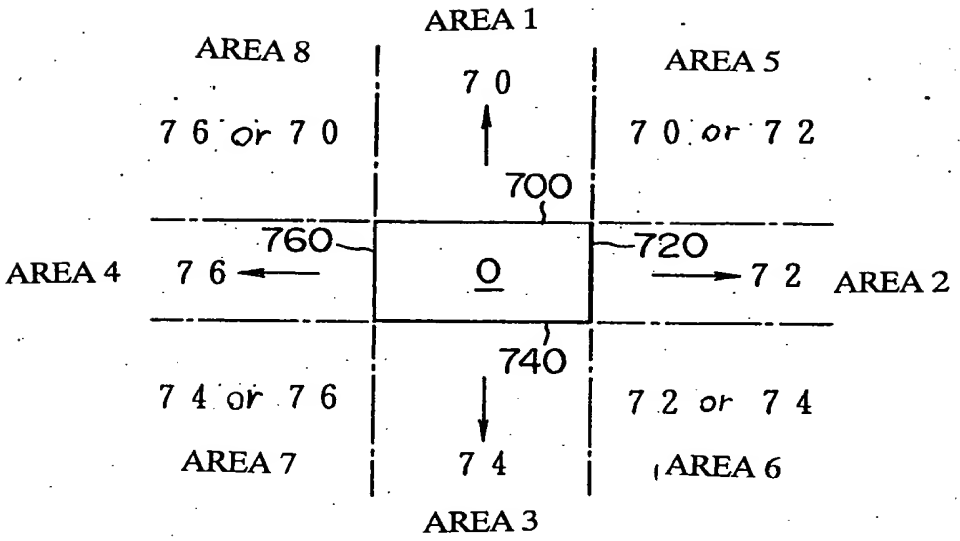
FIG 7



SUBSTITUTE SHEET (RULE 26)

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FIG 8

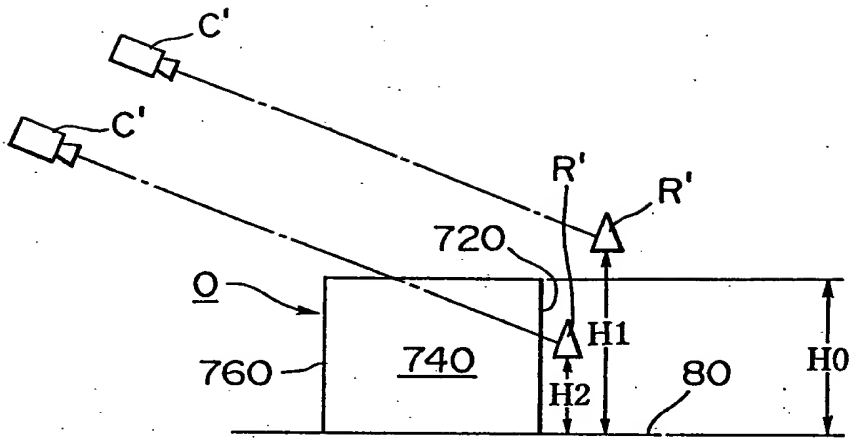

FIG 9

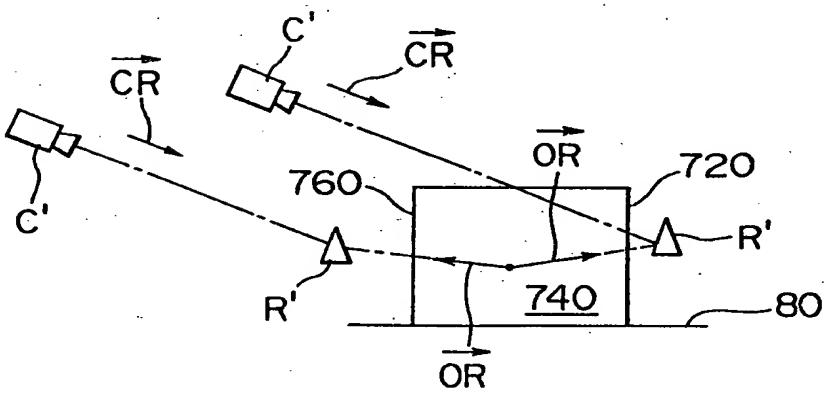

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FIG 10

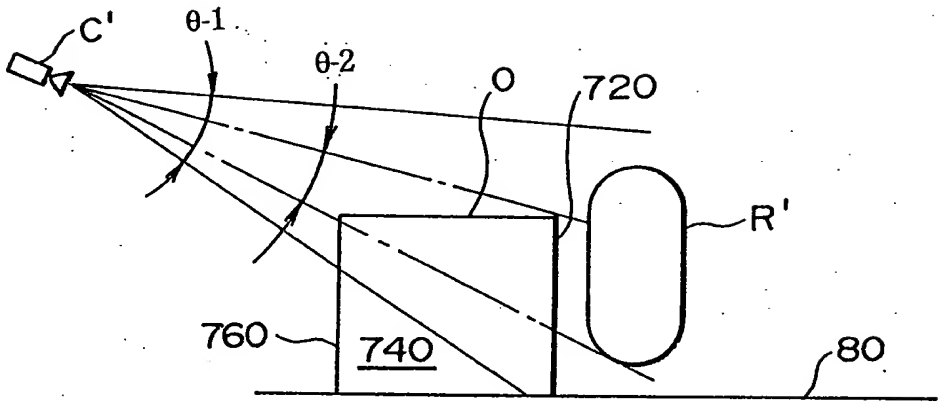
C'
θ-1
θ-2
O
720
R'
760
740
80

FIG 11

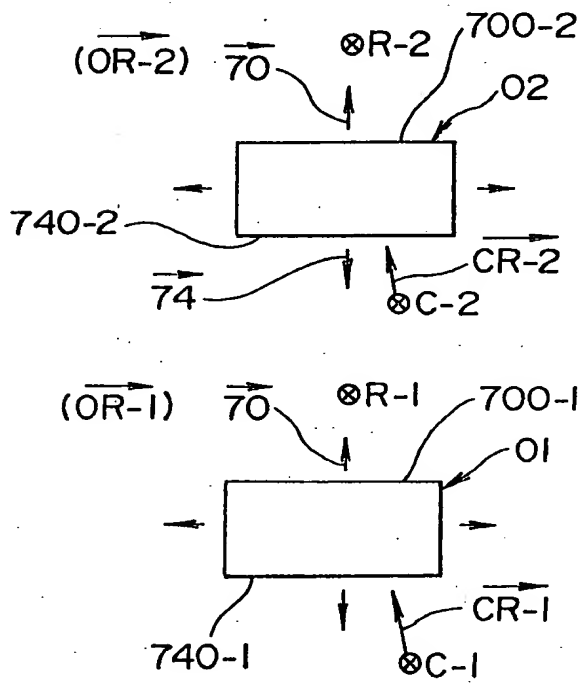
(OR-2)
70
⊗R-2
700-2
02
740-2
CR-2
74
⊗C-2
(OR-1)
70
⊗R-1
700-1
01
CR-1
740-1
⊗C-1

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FIG 12

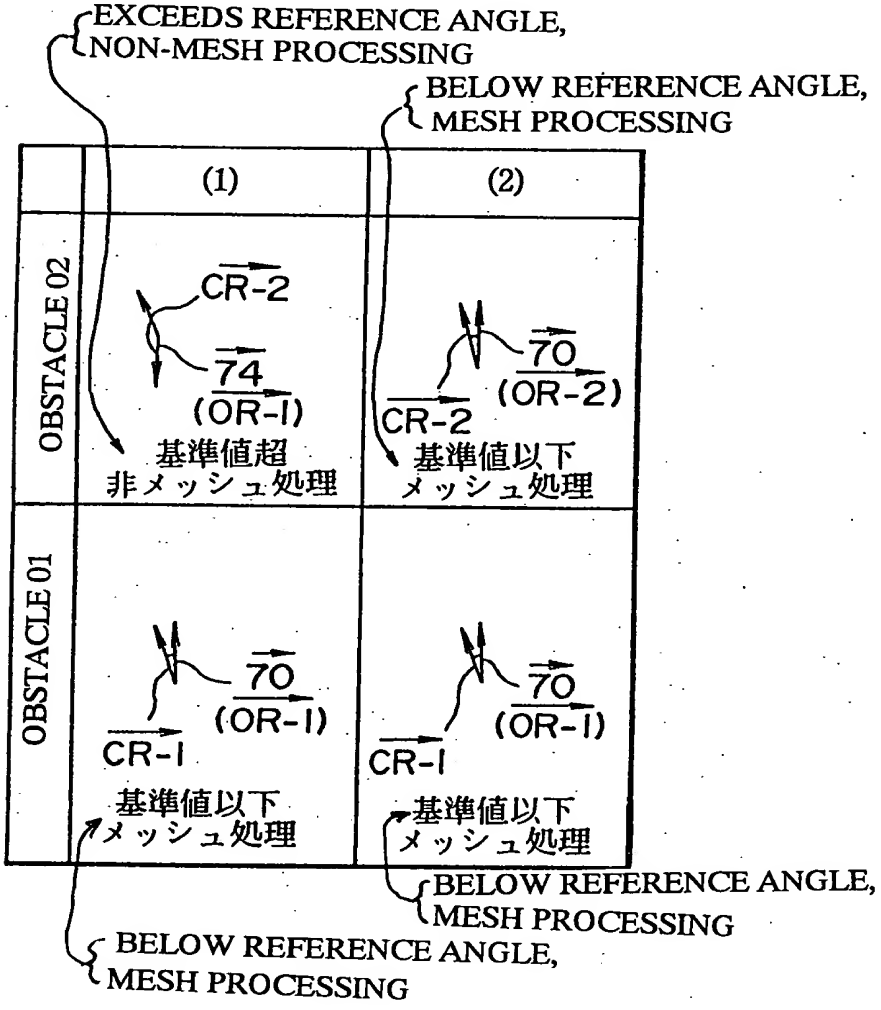
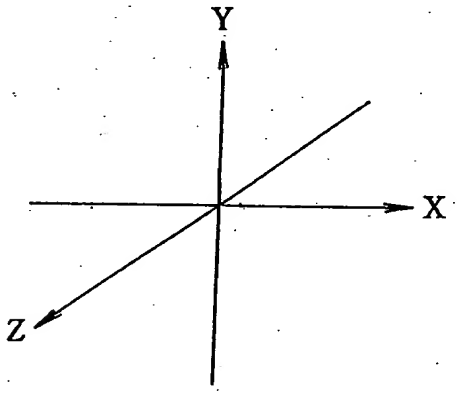
FIG 13